

INSTRUCTION MANUAL



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Prologue

When his parents go to work overseas, the protagonist is sent to live with his uncle in the small country town of Inaba. Shortly after his arrival, a series of bizarre murders begins, where the cause of death is unknown and the bodies are found hanging from high places. The deaths are not the only ominous shadow creeping into the sleepy town's atmosphere; a rumor begins to spread that on rainy nights, the "Midnight Channel" plays on switched-off television sets, showing the viewer his or her soulmate...

As the murders continue, the protagonist and his companions discover a door to another world in their search for the culprit. The key to this door is the power within their souls; their other selves — their Personas...

Characters



Protagonist

The player's representative. With his parents temporarily transferred overseas, this second-year high school student is sent to live with his uncle, Ryotaro Dojima, in the rural town of Inaba.

Yosuke Hanamura

One of the protagonist's classmates at Yasogami High. Yosuke moved to Inaba six months earlier when his father was assigned to manage the local Junes department store. He has a cheerful personality and takes a shine to the protagonist, since they come from similar circumstances.



Chie Satonaka

Another of the protagonist's classmates. She's active and cheerful, and best friends with Yukiko. She's a fan of kung fu movies, from which she has become a self-taught kung fu expert.

Yukiko Amagi

Another of the protagonist's classmates. She is the daughter of the family who runs the venerable, high-class Amagi Inn, where she is often found helping out. She has quick wits, but tends to be spacy as well.



Teddie

An odd being who dwells in the world within the television. He appears to be wearing a costume, but inside...

Marie

A girl whom the protagonist meets in Inaba. She tends to act surly and brusque towards others, but there are times that she seems quite naive and innocent as well.

Basic Controls

PlayStation®Vita system



Field/Dungeon Controls	
Left stick/directional buttons	Move character
Right stick	Rotate camera[1]
L button	Rotate camera (left)[1]
R button	Rotate camera (right)[1]
START button	Display floor map[1]
SELECT button	Not used
◎ button	Move camera behind character[1]/Cancel selection
✕ button	Examine/Talk/Confirm/Use weapon[1]
△ button	Open the Command Menu
□ button	Change Tactics[1]/Talk to Party members[1]/ Display location menu[2]
Touchscreen (double tap)	Access TV Overlay[2]

*1: Only in areas such as dungeons, where enemies appear. *2: In the field, outside of dungeons.

Battle/Menu Controls	
Left stick/directional buttons	Move cursor
L button	Analyze an enemy*
R button	Confirm order of action
START button	Not used
SELECT button	Not used
◯ button	Cancel selection/Cancel auto-battle
✕ button	Confirm
△ button	Toggle RUSH (auto-battle) ON/OFF
□ button	Display menu help (Tactics, Skills, Personas, Items)

* To use, press the L button during a battle and place the cursor on an enemy. Then, press the ✕ button to analyze.

Event Controls	
Left stick/directional buttons	Move cursor
L button	Move two messages back in the log
R button	Move two messages ahead in the log
START button	Skip the event (Press the START button once, then press the START button again while the SKIP icon is displayed)
SELECT button	Open/Close log
◎ button	Advance text
✕ button	Confirm selection/Advance text
△ button	Skip text (Hold down the △ button)
□ button	Not used

Starting the Game

Press any button during the opening movie to proceed to the Start Menu.

Using the Network

When the game starts, it will confirm your connectivity to the network. Connecting to a network enables various functions during the game. In order to use the network, you will need to be signed in to PlayStation®Network. Please refer to the PlayStation®Vita user's guide (http://manuals.playstation.net/document/) for more details on PlayStation®Network. You can also play online during the game by toggling the "Network Functions" ON in CONFIG.

Start Menu

NEW GAME

If you would like to start from the beginning, select NEW GAME. Next, select the difficulty of the game. The difficulty level you choose will have no effect on the game's story. Please be aware that you cannot change the difficulty level once the game begins.



[Retrying]

Depending on the difficulty you selected, you will have different retry options after falling in battle.

VERY EASY: You may restart the battle.

EASY/NORMAL/HARD: You may restart from the beginning of the current floor.

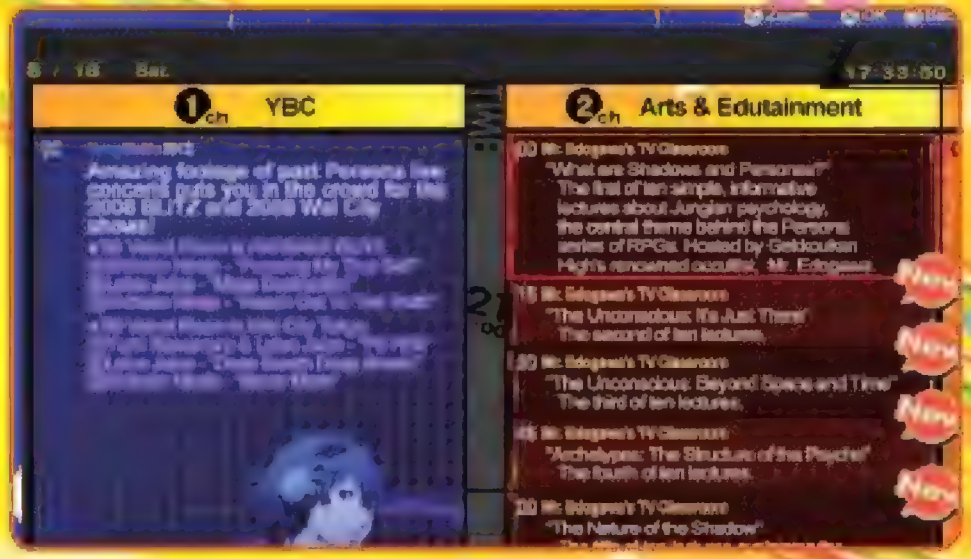
VERY HARD: No retries are allowed.

LOAD GAME

Continue from a previously saved game. Select the file you would like to load and confirm with the ⊗ button.

TV LISTINGS

A wealth of bonus content is laid out here in a TV listing format. Move the cursor over the content you wish to view and confirm with the ⊗ button or by touching the screen. More bonus content will be unlocked as the game progresses.



The TV Listings can also be accessed during the game while walking around town (p.21).

CONFIG

Here you can adjust various gameplay options. Select the option you would like to change and then use the ⊗ button or press left and right on the directional buttons/left stick to toggle settings. When you are finished, select "Confirm" at the very top.

Confirm	Save the changed settings and return to the game.
Voiced Dialogue	Switch the in-game voiced dialogue on or off.
Auto-Advance	During events, the text will be auto-forwarded as the voiced dialogue completes.
Cursor Memory	During battle, the cursor will remember the last action chosen.
Tactics Memory	Ally tactics will carry over from battle to battle until changed.
Persona Memory	The Persona equipped during battle will carry over from battle to battle until changed.
Invert Camera	Reverses the direction of the camera's rotation when exploring dungeons.
Network Functions	Turn the functions requiring a network connection on or off.
TV Update Notifier	Automatically lets you know when the TV Listings have been updated.

Saving the Game

You can save your progress in the living room at home or at blue butterfly save points. Stand next to the save point and press the ⊗ button.
At the file selection menu, choose a slot to save in and press the ⊗ button to begin saving.
If you choose a slot that already has a saved game, that save will be overwritten.

- When the small TV icon is displayed in-game, it means that the System Data is being saved.
- System Data is saved automatically. Do not turn the power off while the System Data or your game data is being saved.



TV Icon

Game Flow

A Typical Day

Your daily schedule will change depending on the day of the year, your plans, story events, and the weather.

Morning

You may meet and talk to people on your way to school. While in class, answer questions correctly for status increases.

Lunchtime

The protagonist and his friends eat lunch at school. During this time, you may be asked to participate in after-school clubs or hang out with friends.

After School

After school, you have time to do as you please. When you spend time doing something after school, the game will automatically progress to evening and you will return to the Dojima residence.

Evening

At night, you can study in your room, work on various projects, go work part-time jobs, and more. You can also decide to do nothing and sleep in your futon to end the day.

Calendar & Weather

Depending on the day of the week and the weather, your schedule may be very different. Make sure to check both the calendar in your room and the weather forecast on TV in the living room regularly. Periods of rain come before the fog. If you don't rescue a missing person before the fog appears, your game will end, so pay attention to the weather while gathering information. If you run out of time and get a Game Over, you will reach the Game Over menu:

Return to a week ago	The game will continue from one week in the past. You will have one week from that point to successfully rescue someone before the fog comes.
Return to the title	The game will end, and you will return to the title screen.

School Activities

[Strengthening Social Links]

At school, you can join clubs and meet various people to form new Social Links. The closer you become to these people, the higher the Social Link's rank will be. By strengthening Social Links, you will gain more bonus EXP during Persona fusion.

[Around Campus]

You're free to go wherever you want on the school grounds after classes. Apart from the protagonist's homeroom, there are also several club rooms and the library to visit. Talking to characters with icons above their heads can lead to new events.



Spend time with a Social Link character.



You can accept a quest.

Facilities

Shops in Town

Besides the shops described below, there are other facilities for your use, such as the Velvet Room (p.54).

Daidara Metalworks

Not only can you buy and sell a variety of weapons, armor, and accessories here, you can sell the materials you find in the dungeons. Selling these materials unlocks more equipment to buy.

Shiroku Store

Healing and support items are on sale here, as well as other beneficial items. All items are discounted by 20% during their rainy day sales.

Shiroku Pub

This pub is only open at night. You can exchange gems for powerful weapons. If certain conditions are met, you can even work here.

Using Your Scooter

After a certain point in the story, you will have access to a scooter, which will expand your range of activities to places like Okina City and the beach.

Croco Fur

This is a clothing shop in Okina City. Clothing you buy here can be worn through the Equip command (p.33) in the Command Menu.

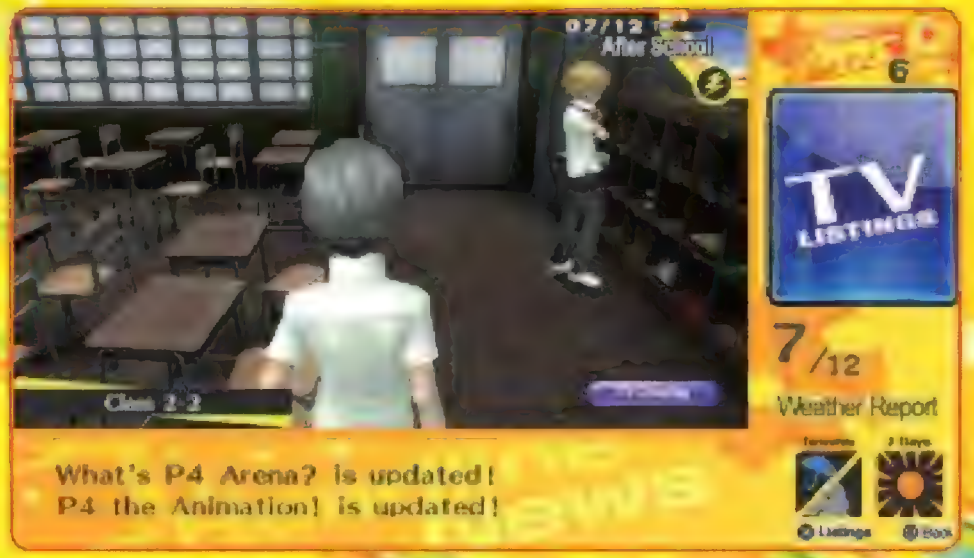
[Dress up with a variety of clothes]

Depending on the equipped clothes, the character's look will change inside dungeons and during battles. (It has no effect on defense.) Conversations with your friends may change depending on the equipped clothes, so try wearing different things.

Touchscreen Features

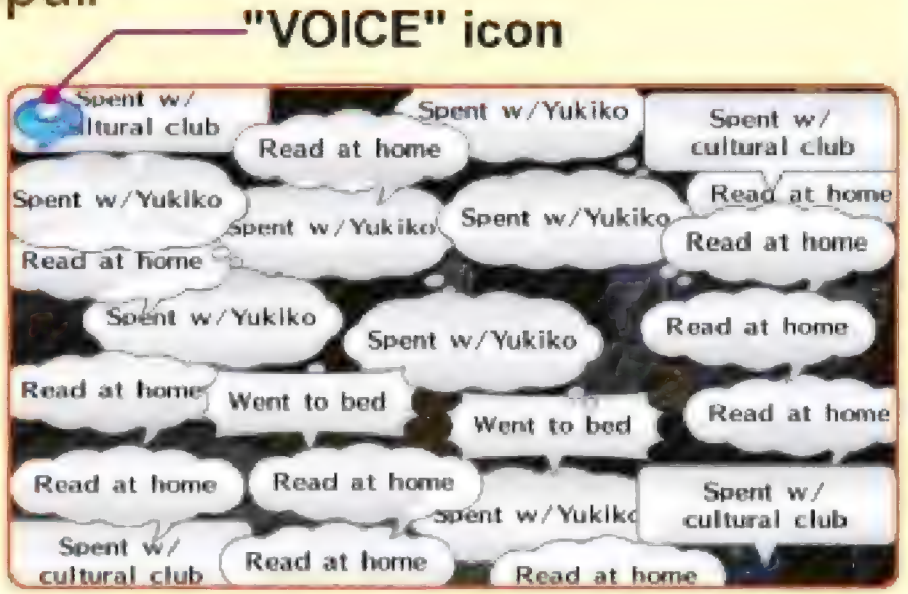
TV Overlay

The TV Overlay will become available early in the story, allowing you to view the TV Listings and upcoming weather anytime while in town. Once available, double-tap the touchscreen and then touch the "TV Overlay" icon to access it.



[TV Listings Update]
The TV Listings will be updated as the game progresses. If the "TV Update Notifier" is turned ON, the game will automatically let you know when there's something new in the TV Listings.

Keep your finger on the pulse with "Vox Populi"



By touching the "VOICE" icon while in town or at school, the Vox Populi will be shown onscreen as word bubbles. With this feature, you can find out the top five actions that players connected to PlayStation®Network chose to take on that day.

You can check the Vox Populi when doing a Fusion Search in the Velvet Room as well.

Your own actions are also incorporated into the Vox Populi as a guide for other players.

To close this screen, either touch the "VOICE" icon again or press the ◉ button.

*Vox Populi can only be used if you are connected to PlayStation®Network.

The TV World

As the story progresses, you will enter the world inside the TV using the television at Junes. You will have time to explore the dungeons within the TV World after school on school days or during afternoons on holidays.

Investigation Procedure

Basic Flow

1. Gather at the Junes food court
2. Prepare yourself at the entrance
3. Decide on party members
4. Investigate & return

TV World Warning

You can only enter the TV World once per day. Even if you don't go into the dungeons, time will pass and you will automatically return to the Dojima residence once you leave the TV World.

Gather at the Junes food court

Once you are at the food court, you have several options. By selecting "Enter the TV," you will move to the lobby inside the TV World. If you accept an ally's invitation to search the TV World, you will automatically go there.



Food court options	
Confirm the situation	Talk with your friends about your progress.
Check the weather report	Check the forecast for the next few days.
Enter the TV	Go to the lobby of the TV world.
Go back to town	Return to the town streets.
Go back home	Return to the Dojima residence.

Prepare yourself at the entrance

If you choose to go on a search, all of the participating members will gather at the lobby. You can talk to your navigator here to be taken to the dungeon entrance. If you talk to other characters here, you will be able to gain access to the dungeons they disappeared in.





Decide on party members

At the entrance of each dungeon, you can form your party. Speak to the members you wish to add and select "Add to party." You can add up to three additional members to your party. You will begin on the first floor of the dungeon and will be heading to the furthest reaches of it.

Investigate & return

You can end your search and quickly return to the entrance by asking your navigator or using the Goho-M item. When you return back to the dungeon, you can resume from the floor you left off on or start again on the first floor.



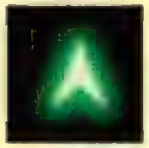
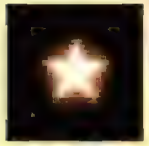
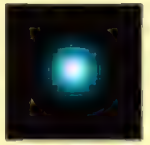
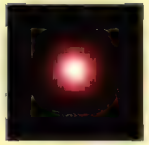
✦ Recovering your Health

Returning to a dungeon entrance will not recover HP or SP. Upon exiting the TV world, your HP and SP will recover the next day. Proceed with caution and return home when necessary.

Exploration

You will be heading for the furthest reaches of each dungeon. The layout of the dungeon changes every time you enter, so use the mini-map at the bottom left of your screen or press the START button to bring up the full map to get a sense of where you've been.

Icons displayed on maps

	Party	Indicates the location of and direction your party is facing		Next Floor	Stairs to proceed to the next floor
	Door	Indicates the location of an operable door		Previous Floor	Stairs to proceed to the previous floor
	Treasure Chest	Indicates the location of a treasure chest		Ally	Indicates the location of an ally
	Shadow	Indicates an enemy's current position			

Encounters

You will encounter numerous Shadows while exploring the dungeons. Attacking a Shadow will engage it in battle. Enemies will chase after you when they notice your party and can then force you into battle by contacting you. However, you can avoid battles by moving carefully around Shadows before they see you.

[Enemy Strength]

You can judge an enemy's strength by its color and size. Black Shadows are typical enemies, red ones are more powerful, and gold ones are rare monsters. Larger enemies will also be more powerful than smaller ones.

Gaining an Advantage



By pressing the ⊗ button and attacking an enemy from behind, you will begin the battle with a surprise attack and get a full turn before the enemy begins to act. However, if the enemy strikes you on the field, it will have the advantage as battle begins and will act before you.

Treasure

Countless treasure chests exist in dungeons, so you might as well open them while on your investigation. There are two different types of chests:

Normal Treasure Chests

Open these by approaching and pressing the ⊗ button. The color of the chests is different in each dungeon.



Gold Treasure Chests

These may hold better treasure than normal chests, but they are locked, so you will need a Chest Key to open one.



Commands

By pressing the ■ button on the field, you will be able to speak to your allies, change battle tactics, or quickly move to certain other areas. You should assess the situation and fight accordingly.

[Choosing Battle Tactics]

You can change each ally's battle tactics at any time by choosing one from the following list:

Act Freely	The ally will make their own decisions in battle.
Full Assault	The ally will attack with full strength, regardless of SP.
Conserve SP	The ally will fight with their remaining SP in mind.
Heal/Support	The ally will heal party members if they are in danger.
Direct Commands	The ally will be under the player's direct control.
Don't change tactics	The ally will continue under the current tactics.

Rescue

If you are connected to PlayStation®Network, you can send a Rescue Request to other players on the network while investigating through a dungeon, or accept Rescue Requests from other players.

*The Rescue Request feature can only be used while connected to PlayStation®Network.

[Sending Rescue Requests]

By touching the Rescue Request icon on the upper left hand corner of the screen while in a dungeon, you can ask other players to rescue you. If another player accepts your request, your party members will recover some HP and SP at the start of the next battle. The more players who accept your request, the more you will recover.



[Accepting a Rescue Request]
When you receive a Rescue Request from other players, touch the Send Aid icon shown on screen to respond to their request. When you answer a Rescue Request, your custom response message will be sent to the requesting player.



[Send Aid] icon

✦ Creating response messages

You can prepare a message that will be sent when answering a Rescue Request. This message can be created in the Velvet Room (p.60).

Command Menu

Press the △ button while in the field to bring up the Command Menu.

Skill.....Check the skills possessed by your party's Personas. If you're in a dungeon and want to use a healing skill, press up and down on the directional buttons to select the user and the skill, and then select a target to use the skill on.

Item.....View and use the items in your possession. Select an item and then confirm with the ✕ button. You can use the L and R buttons to switch categories and the ▣ button to view an item's description.

Equip.....Change weapons, armor, accessories, and clothes. Select which piece of the character's equipment you wish to change; once the equipment list is displayed, select an item to equip, and then confirm.

Persona.....View and change Personas. You may take the following actions here:

✕ button	Equip Persona	START button	Remove from roster
□ button	View the Persona's status. Press the ▣ button on the Status screen to rearrange its skills		

Status.....View the status of your party members. Press the ■ button on the protagonist's status screen to view additional stats.

S.Link.....View your current Social Link ranks and a description of each Social Link. Select a Social Link to view and press the ✕ button.

Quest.....You can accept requests from people at school and in town. By completing such requests, you will receive various rewards from the request givers.

System.....Here, you can change game settings as well as load or delete saved games.

Settings	Adjust various game settings (p.14).
Load Data	Load a saved game.
Delete Data	Select a saved game and delete it.
Return to Title	End the game and return to the title screen.

Personas

Personas, your party's "other selves," are essential in your fight against the Shadows. Your companions each have their own unique Persona, but the protagonist can hold many selves within his heart.

Persona Status Screen



1. The Persona's Arcana affinity.
2. The Persona's current level.
3. The amount of experience points needed to reach the next level.
4. The Persona's skills.
5. The next skill that will be obtained, along with the level at which it will be received.

6 Shows the Persona's affinity to the 7 different elements. "Wk" means you are weak against that element, "Str" means you are strong against that element, "Nul" means you nullify attacks of that element, "Dr" means you drain attacks of that element, and "Rpl" means you repel attacks of that element.



>> Physical
>> Fire
>> Ice
>> Electricity
>> Wind
>> Light
>> Darkness

7 The Persona's statistics. A Persona's statistics will affect the character it belongs to.

Strength	Indicates the effectiveness of the Persona's physical skills.
Magic	Indicates the effectiveness of the Persona's magic skills and magic defense.
Endurance	Indicates the effectiveness of the Persona's physical defense.
Agility	Affects a Persona's hit and evasion rates.
Luck	Affects the possibility of a Persona performing critical hits and other things.

Gaining Personas

The protagonist can obtain new Personas through Shuffle Time, which can happen after battle, or by fusing currently held Personas in the Velvet Room.

✦ Shuffle Time (p.51)

Shuffle Time will sometimes occur after battle. If your chosen card is a Persona card, you gain that Persona.



✦ Fusion (p.54)

You can create new Personas by performing fusions in the Velvet Room. By trying out a variety of fusions, you can create new and more powerful Personas.



Developing Personas

Personas use the EXP earned in battle to level up and improve their attributes. When Personas level up, their statistics will automatically increase. A Persona will learn new skills when it reaches certain levels. As the protagonist and his allies level up, their HP and SP will also increase.



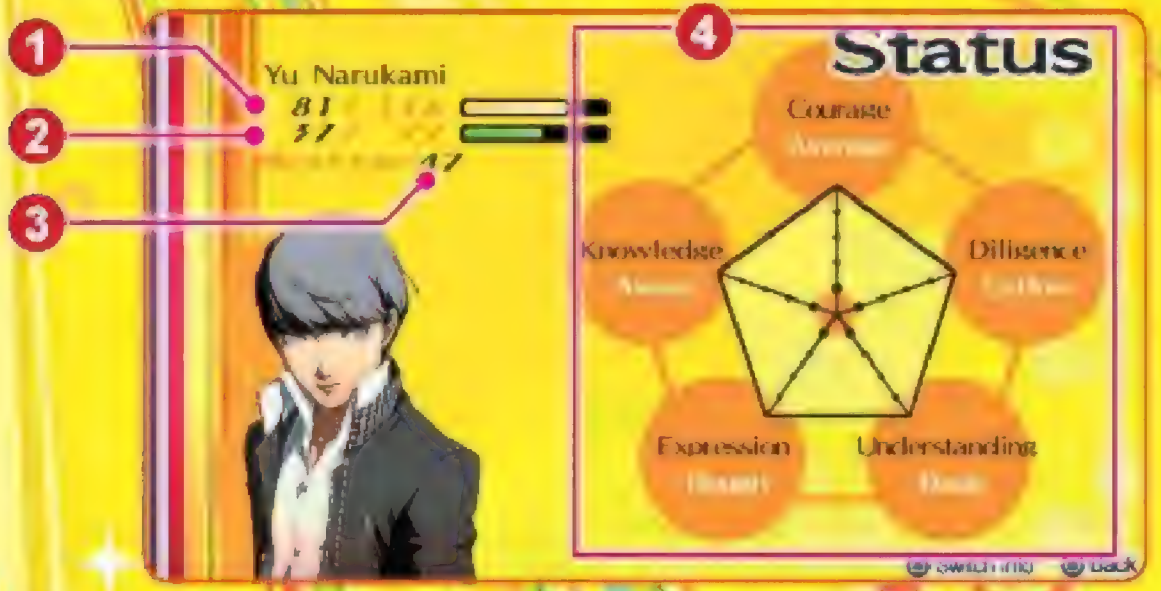
✦ Persona Capacity (p.53)

The protagonist can have up to six Personas at the beginning of the game, but this number will increase as you level up. If you find that you have too many Personas, you can either use some in a fusion and/or discard the undesirables.

Status

Here, you can view the status of each character and their Personas. The protagonist has two status screens, which can be switched between by pressing the ▣ button.

Protagonist Status Screen



1. The character's hit points (current/maximum).
2. The character's spirit points (current/maximum). SP is consumed by using non-physical Persona Skills.
3. The amount of EXP required to reach the next level.
4. The protagonist's attributes. Each category has five levels, all of which can be improved through daily activities.

Status Ailments



Poison Affected characters lose some HP with each turn.



Rage Affected characters ignore Tactics and use only physical attacks. Their offensive strength is doubled, but their defense and accuracy are halved.



Dizzy Affected characters are unable to attack for a turn. When a character is Down, there is a 100% chance of becoming Dizzy if their weakness is hit or they receive a critical hit, and 50% chance of becoming Dizzy if they are hit with a normal attack.



Panic Affected characters are uncontrollable and may either defend, attack, do nothing, or lose money.



Enervation Affected characters' hit rate decreases and they may forget which skill they were going to use.



Exhaustion Affected characters lose SP for every action taken, and receive more damage from enemies.



Mute Affected characters can neither change Personas (protagonist only) nor use Persona skills.



Fear Affected characters may run from battle or do nothing at all. Characters who flee won't return until the battle ends.



Unconscious Affected characters cannot act. If the protagonist becomes unconscious, the game is over. If other allies become unconscious, they will have 1 HP upon returning to the field.

Battle

When you encounter a Shadow inside the dungeon, you will enter battle. The protagonist will lead the party, giving commands to party members to direct their actions.

Battle Screen



1. Battle commands (p.43).
2. The party member character's portrait. Changes if the character has a status ailment.
3. The character's HP/SP bar.
4. The cursor. Select a target when Analyzing to view the enemy's stats and known weaknesses.
5. The highlighted enemy's status. Any stat boosts or penalties are displayed on the bar.

Battle Commands

There are eight action commands you will be using to fight battles. Your allies fight automatically unless given different orders through the "Tactics" menu.



ANALYSIS

View known enemy data based upon the effects of attacks previously inflicted upon them. You can also use the L button as a shortcut for this command.

TACTICS

Issue orders to your allies. (See p.30 for details.) If you choose "Direct Commands," you will override their AI and take manual control over their actions.

GUARD

This will reduce the damage you take from enemy attacks. It will also block any status ailment attacks and prevent going into Down status, but once the enemy hits you, your guard will be canceled.

ATTACK

Perform a basic physical attack with the equipped weapon. Move the cursor to the target you want to attack and press the ⊗ button to confirm.

SKILL

Select a Persona skill from the list to use it on a target. The HP or SP consumed is displayed next to the skill name.

PERSONA

Have the protagonist change Personas from his current roster. Press the ■ button on a Persona to view its details. You can change Personas only once per turn.

ITEM

Use an item from your inventory. Select an item, confirm its use with the ⊗ button, and then select a target to use it on.

ESCAPE

After choosing to escape, your navigator will look for an escape route. When they find one, they will ask if you wish to escape or not. Select "Yes" to escape and "No" if you wish to proceed with the battle. It will take a few turns for the navigator to find an escape route.

[Strike the enemy's weakness]

Each character has his or her own unique strengths and weaknesses. In battle, it is very important to understand the nature of these attributes; attack the enemy's weaknesses and avoid letting your own be exploited. Pay attention to the indicators displayed on the screen to choose the best possible actions during battle.



✦ Go again with 1 More

If you exploit an enemy's weakness, or if you successfully land a critical hit, a "1 More" icon will appear. This will enable you to attack an additional time. Once you know what an enemy's weakness is, you can attack repeatedly without giving the enemy a chance to retaliate.

[Hit Indicators]

When either side lands an attack, the hit indicator will show any factors that affect that hit.

Indicators	
	These attacks inflict a great deal of damage and grant an extra attack with the "1 More" option.
	These attacks strike an enemy's weakness, knocking it off-balance and inflicting a great deal of damage. In addition, they grant an extra attack with the "1 More" option.
	If a character is immune to a certain attack type, those attacks will be nullified.
	This indicates that an enemy has been knocked down and cannot do anything until it gets back up again. Once all of your enemies have been knocked down, it is time to launch an All-Out Attack.
	This indicates that the enemy has a resistance against the attack's element and the damage sustained from these attacks will be halved.

[Auto-battle "RUSH" feature]

You can activate "RUSH" during battle by pressing the △ button. This tactic will enable you to continue attacking automatically. Press the △ button again to turn "RUSH" off. To "Analyze" an enemy, use the L button to target your selection, choose an enemy with left and right, and press the ✕ button to confirm. Use the R button to view the order of action.



Functions during battle	
△ button	Turn RUSH ON/OFF.
R button	Review the turn order.
L button	Analyze an enemy.

[Powerful "All-Out Attacks"]

If you attack an enemy's weakness, it will be knocked down. Knocking all enemies down will enable you to perform an All-Out Attack, dealing great damage to them.
When your allies prompt you to perform an All-Out Attack, press the ⊗ button to activate it.



✦ Blitz the enemy with All-Out Attacks

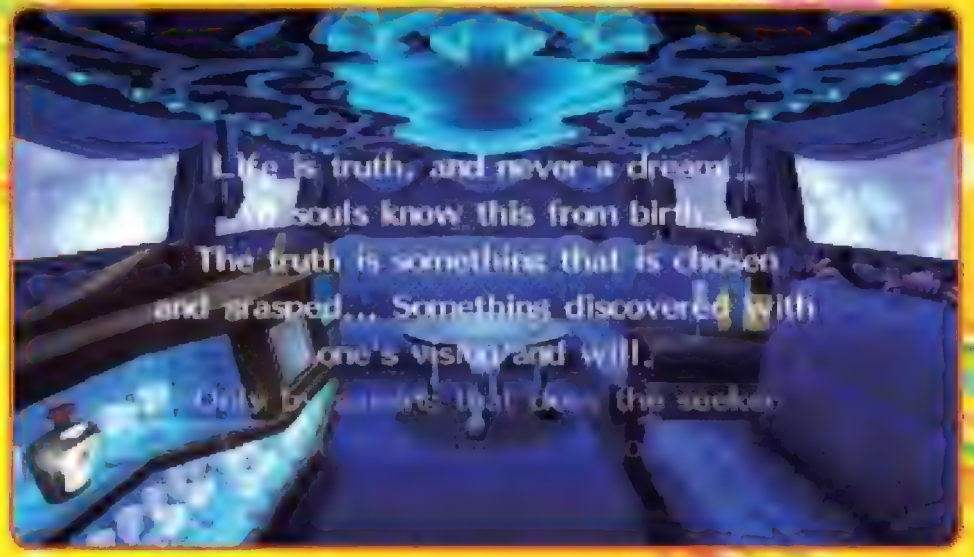
All-Out Attacks are useful against multiple, weak enemies or even powerful, boss-class enemies. Whenever the opportunity arises, try and get one in.

Results Screen

After battle, the results screen will show how much experience you receive and other relevant information. Allies and Personas will level up when they accrue enough EXP. Sometimes, you will be able to participate in a Shuffle Time as well.

[Being Defeated in Battle and Game Over]

If a character's HP reaches zero during battle, he or she will become unconscious. If this happens to the protagonist, the game will end.



[Shuffle Time]

By choosing from the cards that appear during Shuffle Time, you can obtain Personas or trigger other effects.



◆Card Effects

Besides Persona Cards, which give you new Personas, there are other Tarot Cards with varying rewards and effects tied to their Arcana. Some cards may have undesirable effects, so be careful when choosing a card from Shuffle Time.

◆"More" Cards

Cards that say "1 more" or similar allow you to draw more cards as indicated. Use these "more" cards to draw all the dealt cards and activate the Sweep Bonus.



◆Sweep Bonus

A Sweep Bonus grants the following benefits:

- Shuffle Time is guaranteed to occur after the next battle.
- The next Shuffle Time will start with 2 more tries to draw cards.
- Persona Cards you already possess and cards with negative effects can change into different cards.

Developing Characters

All party members and their Personas who participate in a battle will earn EXP after a victory. Once they have gained enough experience points, party members and Personas will level up.

[Protagonist's Development]

When the protagonist levels up, his maximum HP and SP will increase, the maximum level of Personas he can fuse will increase, and on occasion, the number of Personas he can possess will increase as well.



[Persona Development]

When a Persona levels up, its statistics will improve. It will also learn new skills when it reaches certain levels.

The Velvet Room

In the Velvet Room, you can fuse Personas and access the Persona Compendium. The Velvet Room's entrance can be found in the Central Shopping District, as well as the entrance in the TV world.

Fuse Personas

You can create new Personas by fusing your existing Personas. The protagonist's Social Links will have an effect on the procedure; the newly-created Persona will receive bonus EXP depending on its associated Social Link. A fused Persona will also inherit skills from its parent Personas. The panels displayed in red are the skills inherited from its parent Personas.



Inherited skills

Bonus EXP from Social Link

[Fusion]

Fuse Personas together to make new ones. The types of fusions include "Fusion Search," "Normal Spread," and "Triangle Spread."

◆Fusion Search

This option will display all possible results of fusions that can be performed through Normal and Triangle Spreads.
If Network Functions are on, a "VOICE" icon will be shown on the bottom right of the "Fusion Search" screen. Touch this to see the top 5 possible Personas being fused by other players on PlayStation®Network.



"VOICE" icon

◆Normal Spread

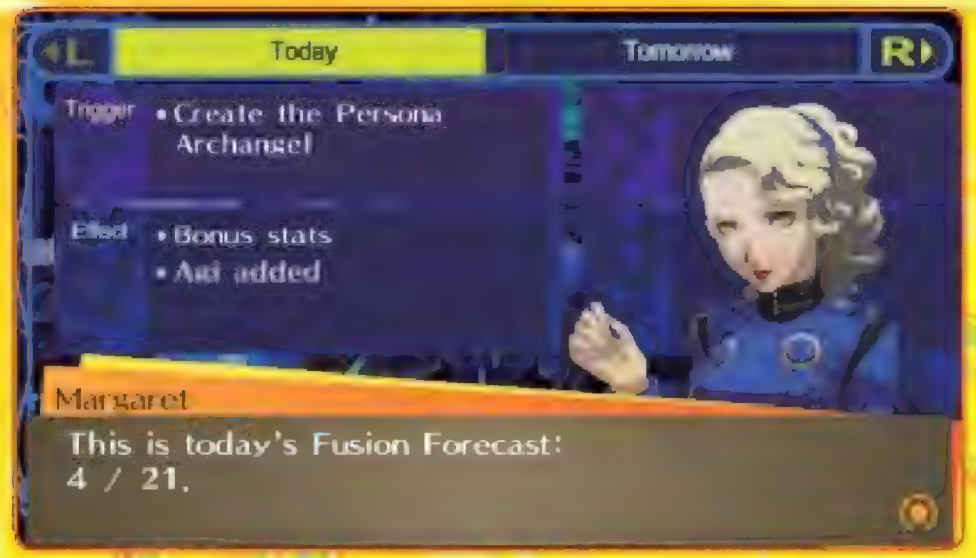
Fuse two Personas together. Select two Personas to fuse and then confirm to see the projected fusion result. If you choose to go through with the fusion, select the skills to inherit.

◆Triangle Spread

You can create a high-powered Persona by fusing three Personas. Select three Personas in the same manner you would for a Normal Spread. There are some Personas that can only be created in Triangle Spread, so try as many combinations as possible.



*In addition to the Normal Spread and Triangle Spread, other methods of fusing Personas will become available over time.



[Fusion Forecast]

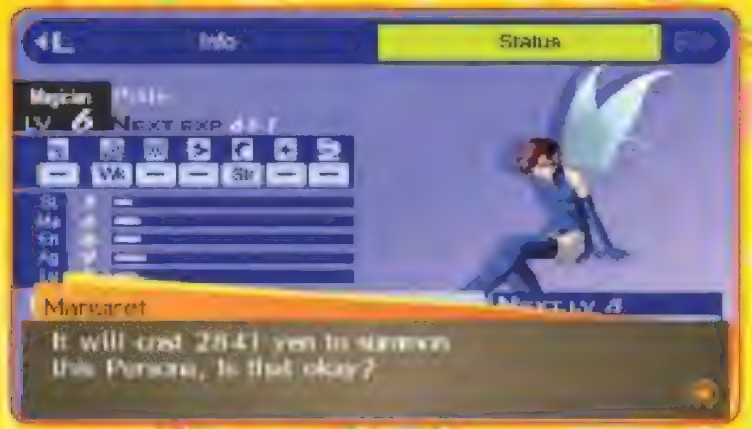
Various bonuses can occur while creating Personas via fusion. These effects change day to day and often require that particular conditions be met. With the Fusion Forecast, you can view these effects and conditions. Pressing the L or R buttons on the Fusion Forecast screen will switch between today's and tomorrow's forecasts.

[Talk]

You can choose from several specific topics to hear various explanations of the fusion process. Make sure to familiarize yourself with the intricacies of fusion in order to yield the best results.

Check Compendium

In the Velvet Room, you can view and register Personas in the Persona Compendium. If you need help understanding how things work, you can talk to Margaret.



View Compendium

You can view registered Personas and their abilities. For a fee, you can also re-summon registered Personas.



Register Personas

Register the stats and abilities of a Persona in your possession. You can either register your Personas one by one from the list, or press the △ button to select multiple Personas and then the ■ button to register them all at once.

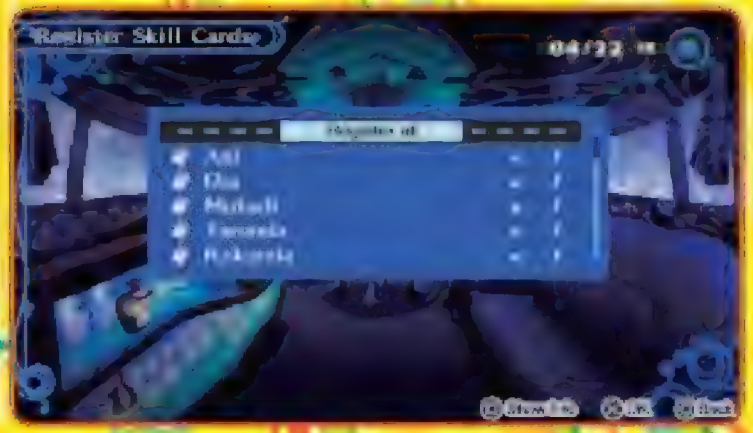
Utilize Skill Cards

By relinquishing one Skill Card, you will be able to buy as many copies of that Skill Card as you wish from then on.



✦Buy Skill Cards

Buy a registered Skill Card. Press the L and R buttons to switch between the lists of cards. The price of the Skill Card varies depending on its effect.



✦Give Skill Cards

Relinquish a Skill Card in your possession to register it. Select a card to register and confirm with the ⊗ button. If you select Register All, you can register each type of card in your possession at once.

Manage Rescue Requests

"Rescue Request" (p.31) is a feature that allows you to ask players on PlayStation®Network to rescue you while inside a dungeon. You can also accept Rescue Requests sent by other players.

✦Create Message

Here, you can form a message to leave when accepting a Rescue Request. Select the portion of the sentence you'd like to change and then select a phrase to put there.



✦Check Rescue Log

Here, you can check the messages from players that responded to your Rescue Requests. Up to 16 messages can be kept; once you exceed 16, messages will be deleted, starting with the oldest ones first. Messages you want to preserve can be saved by pressing the ■ button. (You can save a maximum of 15.)

Fusion Table

The Arcana of a fused Persona is decided by the combination of Personas used. The table on p.62 shows the results of the most basic Normal Spread fusions. There are other types of fusions as well, so experiment with different combinations.



Reading the Fusion Table

Find the Arcana of the two demons used in the fusion in the rows and columns. The Arcana shown at the point where they intersect will be the Arcana of the resulting demon.

Example: *(Fool) Izanagi x (Magician) Pixie = (Temperance) Apsaras*
A "-" indicates a fusion that is not possible.

	Fool	Magician	Priestess	Empress	Emperor	Hierophant	Lovers	Chariot	Justice	Hermit	Fortune	Strength	Hanged Man	Death	Temperance	Devil	Tower	Star	Moon	Sun	Judgement	Jester	Aeon
Fool	Fool	Temperance	Death	Moon	Death	Chariot	Empress	Sun	Magician	Strength	Magician	Magician	Strength	Hermit	Hierophant	Temperance	Star	Empress	Emperor	Devil	Hanged Man	Priestess	Death
Magician	—	Magician	Moon	Justice	Strength	Devil	Death	Temperance	Strength	Empress	Lovers	Justice	Sun	Emperor	Strength	Sun	Hanged Man	—	Star	Chariot	Lovers	Hierophant	Emperor
Priestess	—	—	Priestess	Hermit	Empress	Sun	Emperor	Hierophant	Hermit	Death	Hanged Man	Justice	Moon	Magician	Hierophant	Justice	Magician	Emperor	Star	Devil	Sun	Devil	Sun
Empress	—	—	—	Empress	Moon	Death	Hanged Man	Justice	Magician	Magician	Star	Hierophant	Temperance	Chariot	Devil	Priestess	Hermit	Chariot	Temperance	Priestess	Priestess	Strength	Temperance
Emperor	—	—	—	—	Emperor	Empress	Justice	Temperance	Devil	Priestess	Lovers	Hermit	Empress	Moon	Sun	Moon	Star	Death	Magician	Chariot	Lovers	Justice	Hanged Man
Hierophant	—	—	—	—	—	Hierophant	Death	Sun	Temperance	Justice	Priestess	Sun	Death	Devil	Magician	Emperor	Hanged Man	Moon	Empress	Strength	Chariot	Magician	Moon
Lovers	—	—	—	—	—	—	Lovers	Hierophant	Priestess	Magician	Star	Emperor	Moon	Star	Hierophant	Hierophant	Star	Hermit	Hanged Man	Devil	Strength	Sun	Justice
Chariot	—	—	—	—	—	—	—	Chariot	Temperance	Justice	Devil	Magician	Death	Hermit	Magician	Moon	Hanged Man	Hierophant	Sun	Strength	Temperance	Chariot	Strength
Justice	—	—	—	—	—	—	—	—	Justice	Strength	Star	Temperance	Priestess	Strength	Hermit	Magician	Lovers	Moon	Strength	Temperance	Lovers	Emperor	Lovers
Hermit	—	—	—	—	—	—	—	—	—	Hermit	Empress	Hierophant	Moon	Sun	Magician	Justice	Death	Justice	Empress	Temperance	Star	Moon	Magician
Fortune	—	—	—	—	—	—	—	—	—	—	Fortune	Star	Death	Hermit	Devil	Emperor	Chariot	Emperor	Lovers	Priestess	Hanged Man	Devil	Priestess
Strength	—	—	—	—	—	—	—	—	—	—	—	Strength	Hierophant	Hanged Man	Sun	Hermit	Hanged Man	Emperor	Justice	Temperance	—	Empress	Chariot
Hanged Man	—	—	—	—	—	—	—	—	—	—	—	—	Hanged Man	Priestess	Death	Justice	Hermit	Empress	Priestess	Devil	Empress	Priestess	Death
Death	—	—	—	—	—	—	—	—	—	—	—	—	—	Death	Chariot	Star	Lovers	Lovers	Priestess	Empress	—	Temperance	Hanged Man
Temperance	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Temperance	Hermit	Star	Hierophant	Hanged Man	Hermit	—	Death	Empress
Devil	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Devil	Emperor	Emperor	Empress	Hierophant	—	Chariot	Magician
Tower	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Tower	Hanged Man	Priestess	Chariot	—	Hermit	Emperor
Star	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Star	Emperor	Moon	—	Empress	Chariot
Moon	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Moon	Strength	—	Hermit	Hierophant
Sun	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Sun	—	Lovers	Priestess
Judgement	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Judgement	Chariot	Hanged Man
Jester	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Jester	Devil
Aeon	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Aeon

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A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far away as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PRECAUTIONS FOR USE



Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.

PRECAUTIONS FOR USE



Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.

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Operation is subject to the following two conditions:

(1) this device may not cause harmful interference, and

(2) this device must accept any interference received, including interference that may cause undesired operation

• This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

C & IC NOTICE – PART 2

r, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

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